

FIG. 1

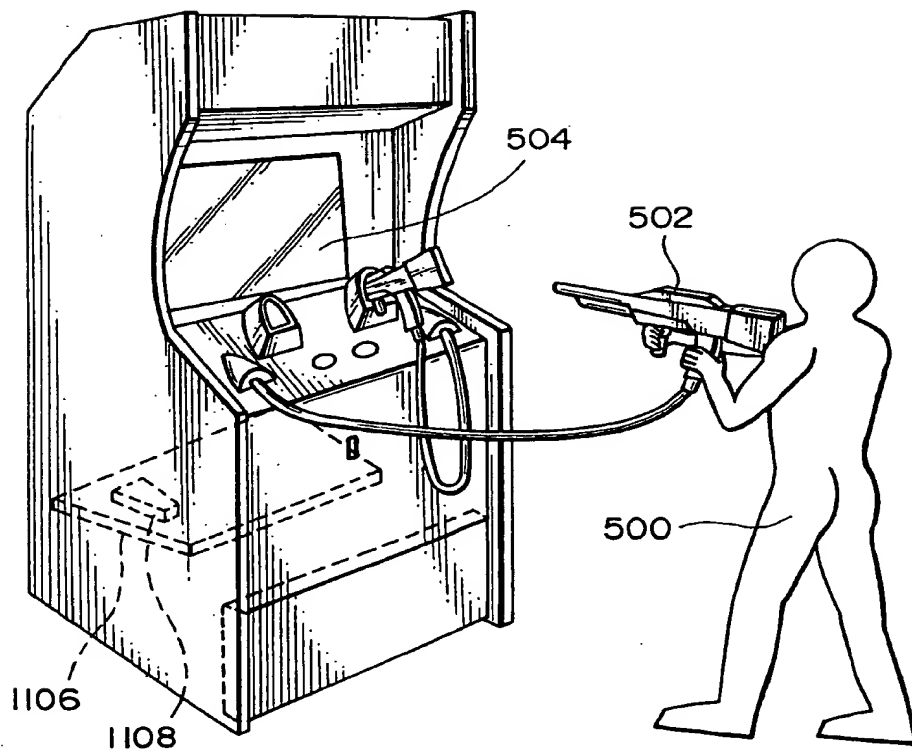
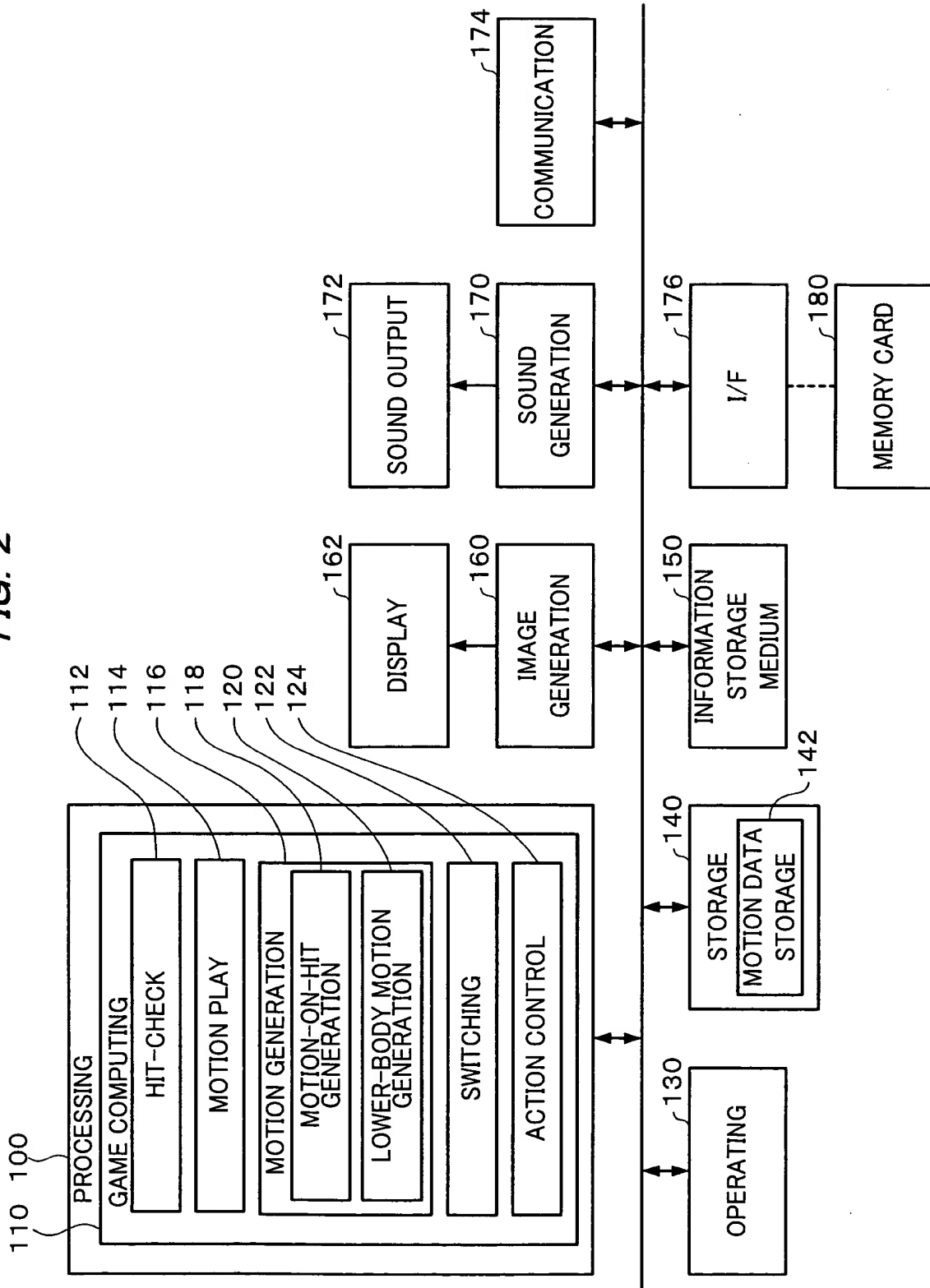
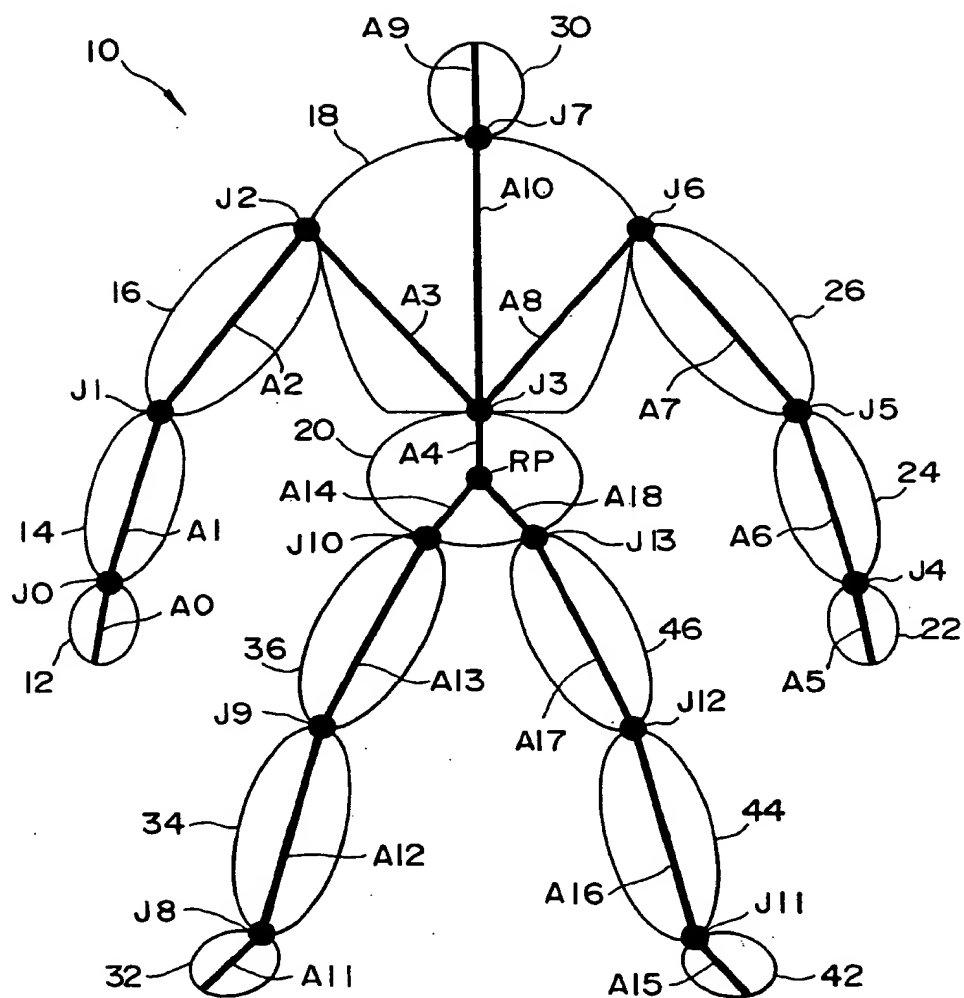


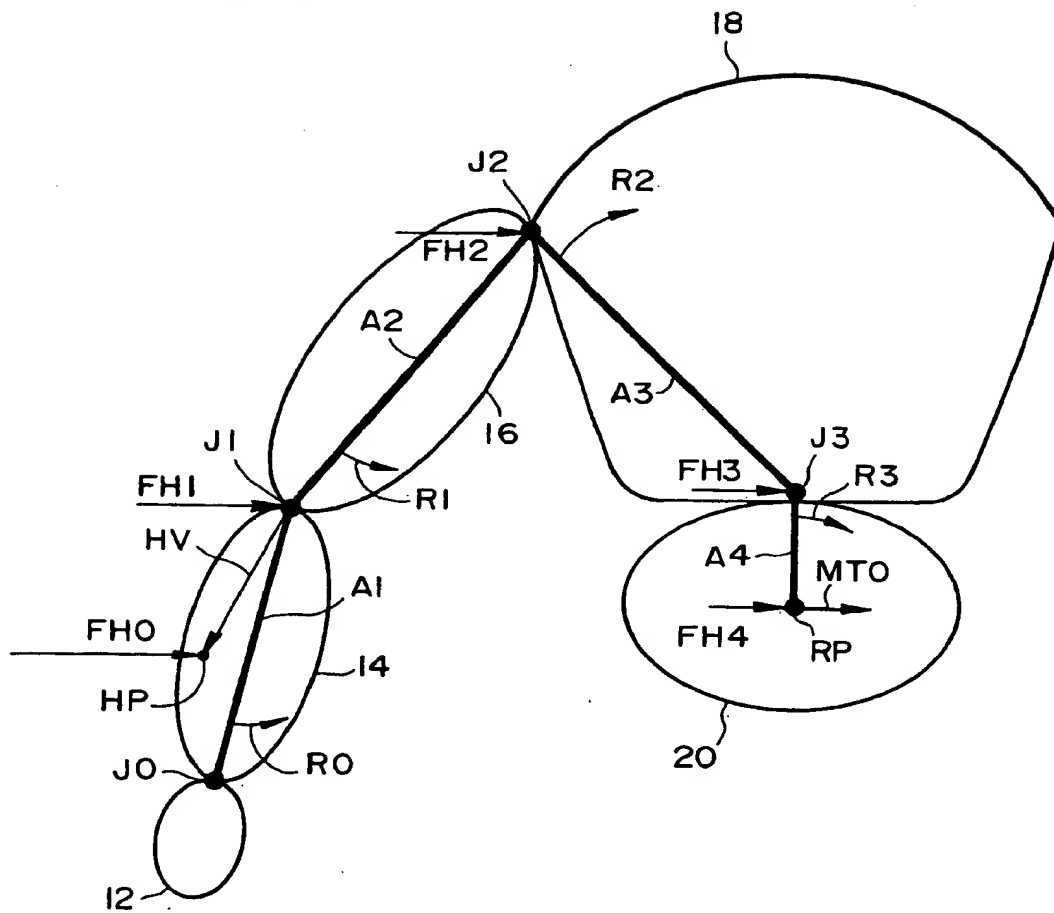
FIG. 2



**FIG. 3**



**FIG. 4**



Timing diagram for the motion picture sequence. The diagram shows a horizontal timeline with several segments. From left to right, the segments are: "MOTION PLAY" (labeled E1), "GENERATION" (labeled E2), "MOTION" (labeled E4), "TM" (labeled E3), and "MOTION PLAY (RETURNING ACTION)". Vertical tick marks are placed at the boundaries of these segments. Below the timeline, the word "HIT" is written under each of the five segments.

The diagram shows a horizontal timeline with three main phases: MOTION PLAY, MOTION GENERATION, and MOTION PLAY (TUMBLING AND ERASING). A vertical line labeled E5 is positioned at the start of the MOTION GENERATION phase. Below the timeline, a series of vertical tick marks are labeled with 'HIT' below each one, indicating detected hits during the tumbling and erasing phase.

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FIG. 6

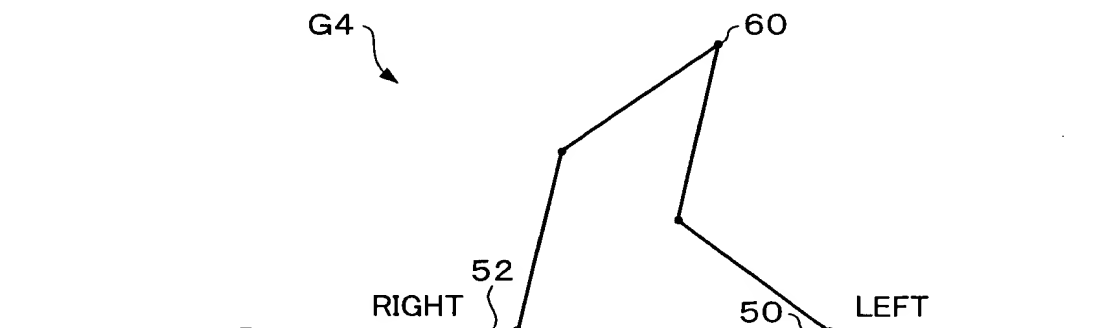
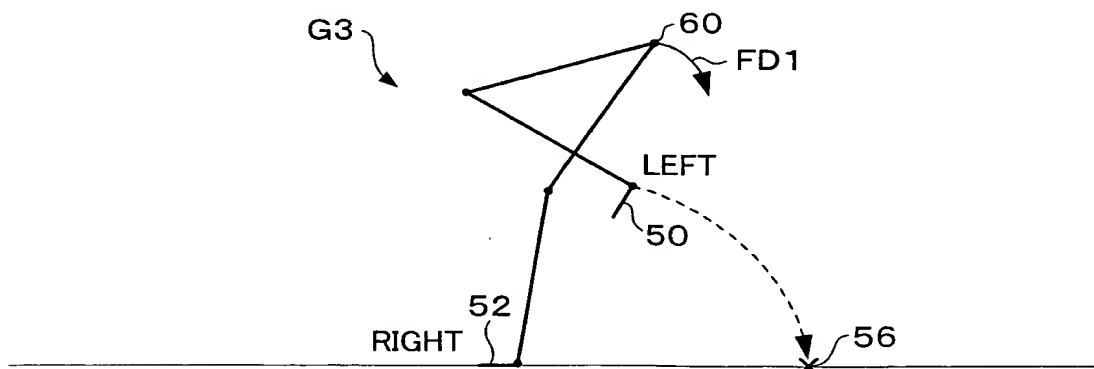
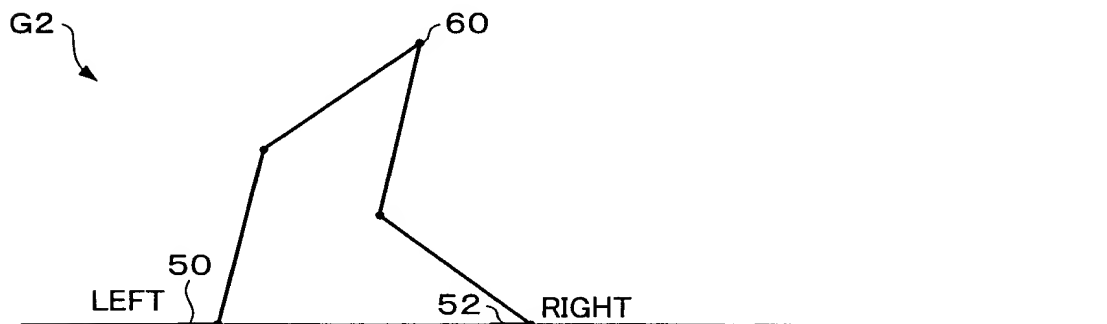
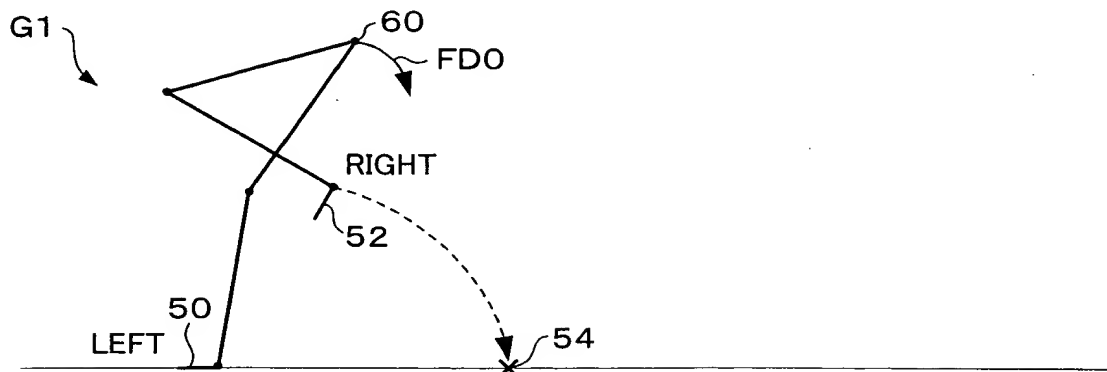
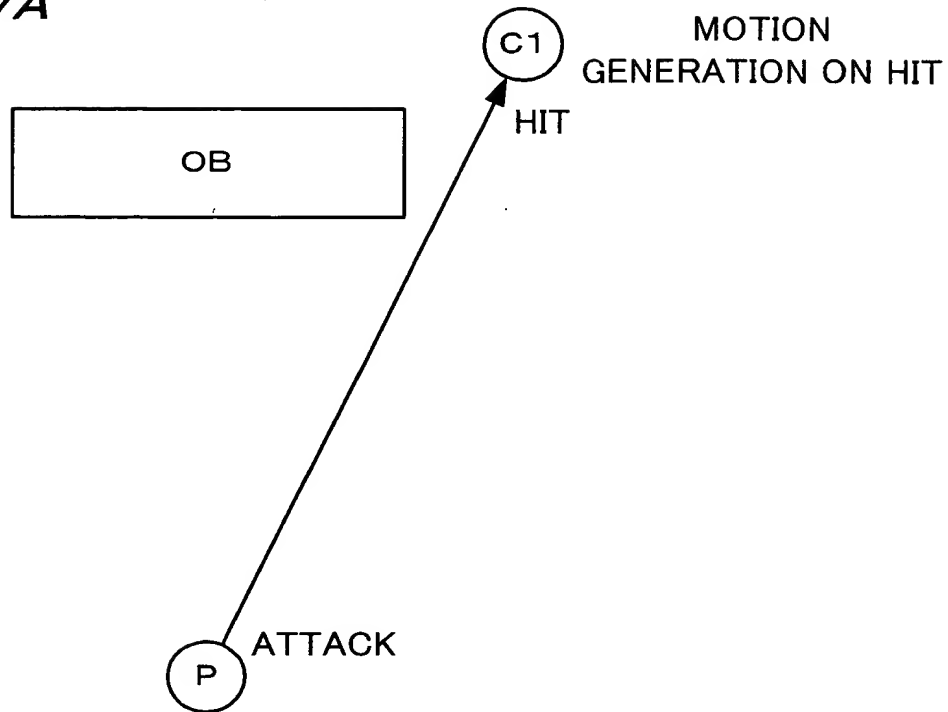
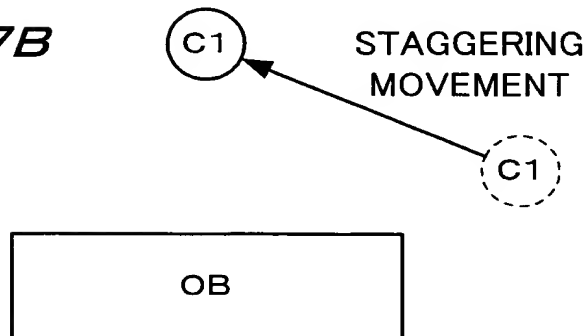


FIG. 6

**FIG. 7A**



**FIG. 7B**



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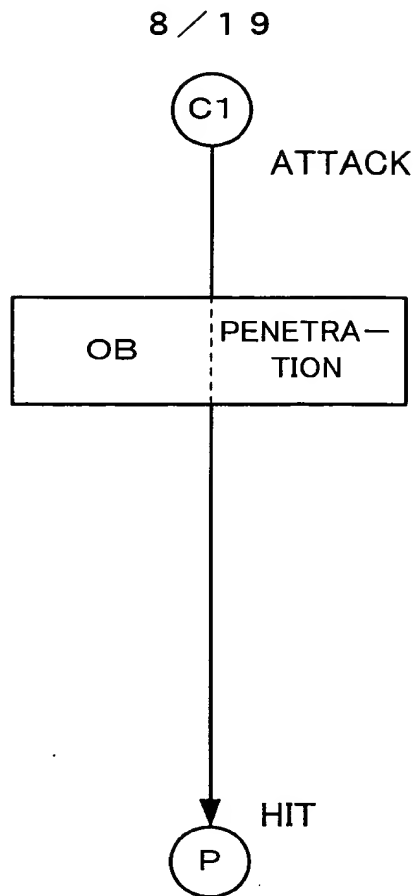
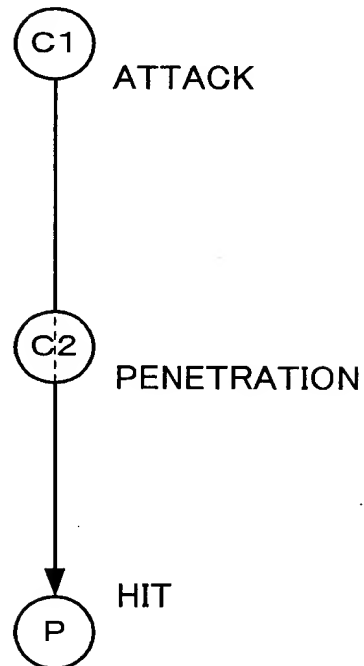
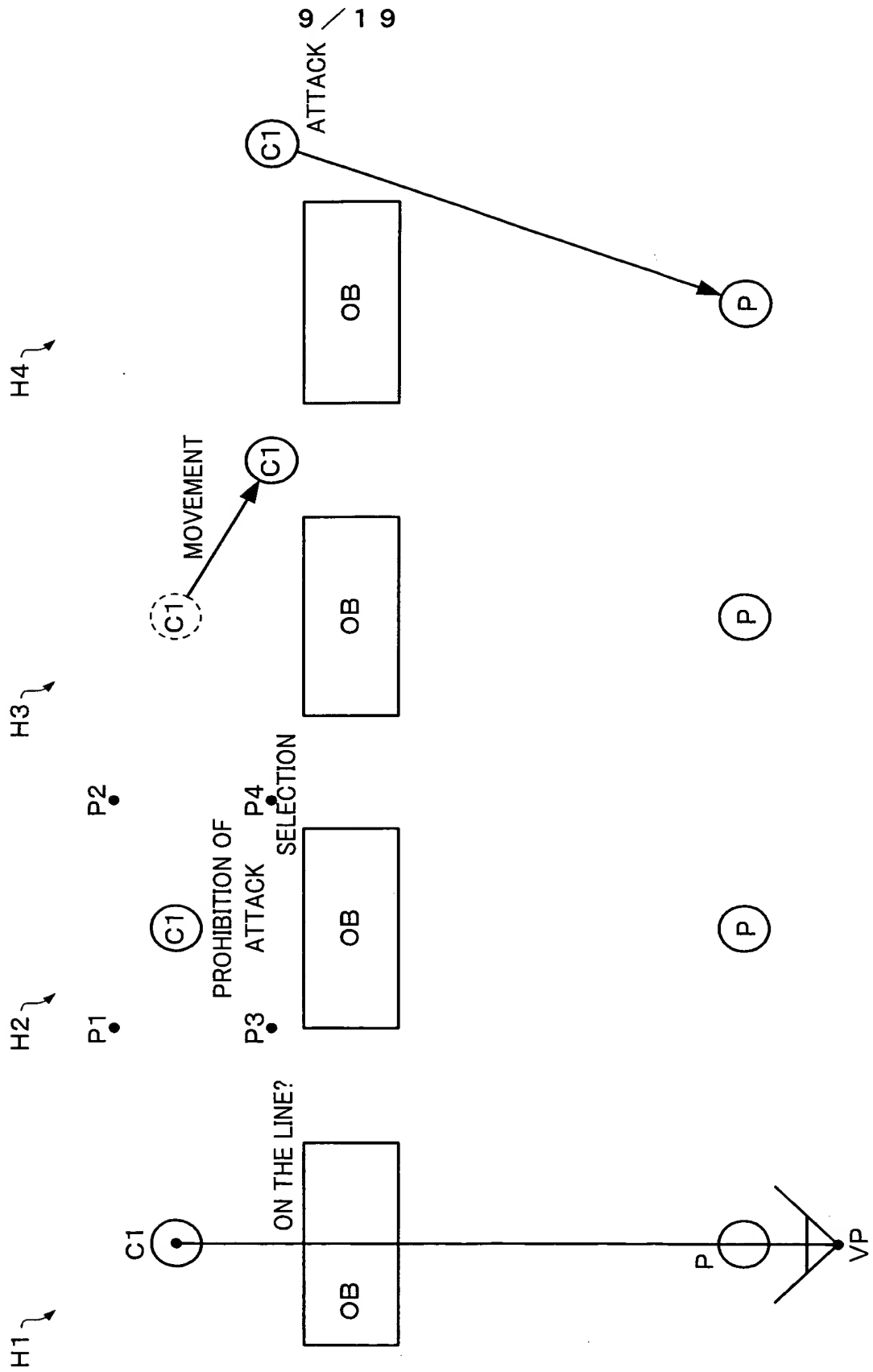
**FIG. 8A****FIG. 8B**



FIG. 9

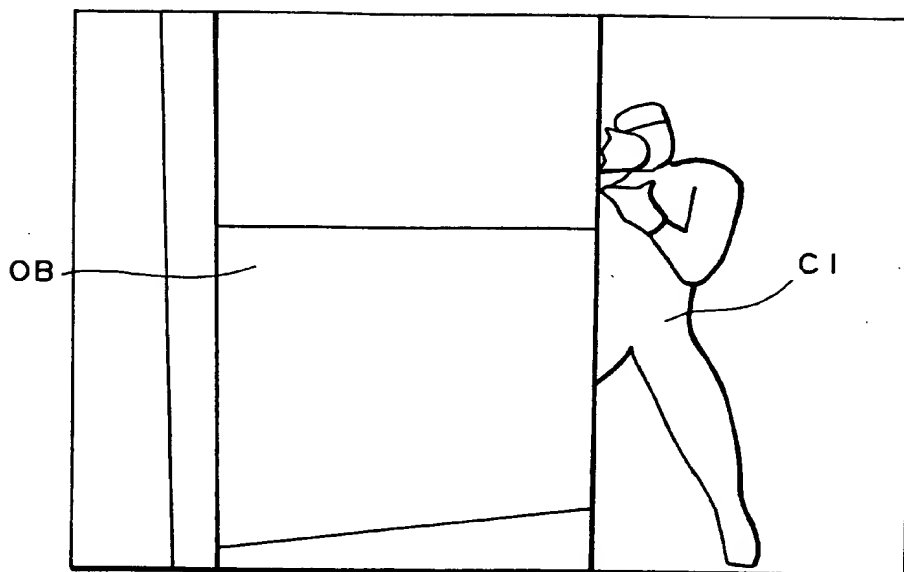
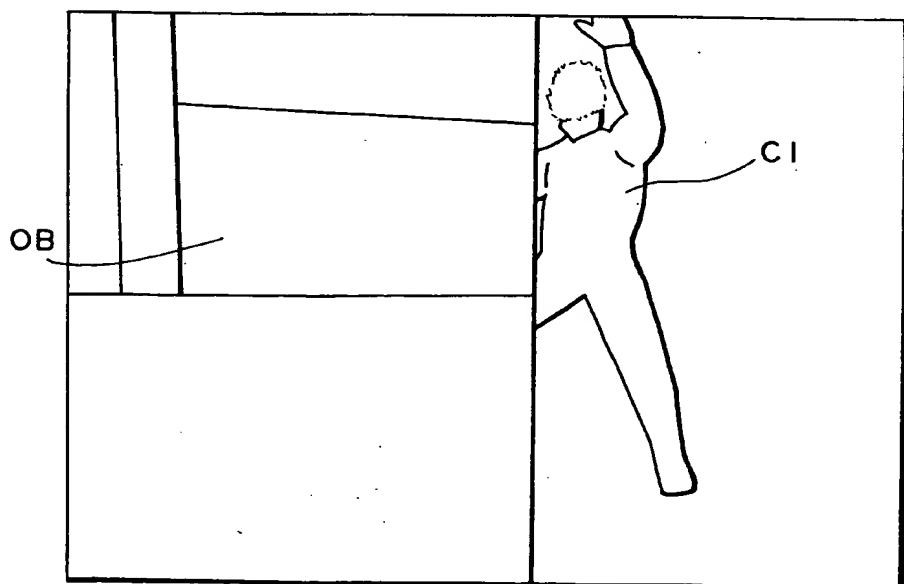


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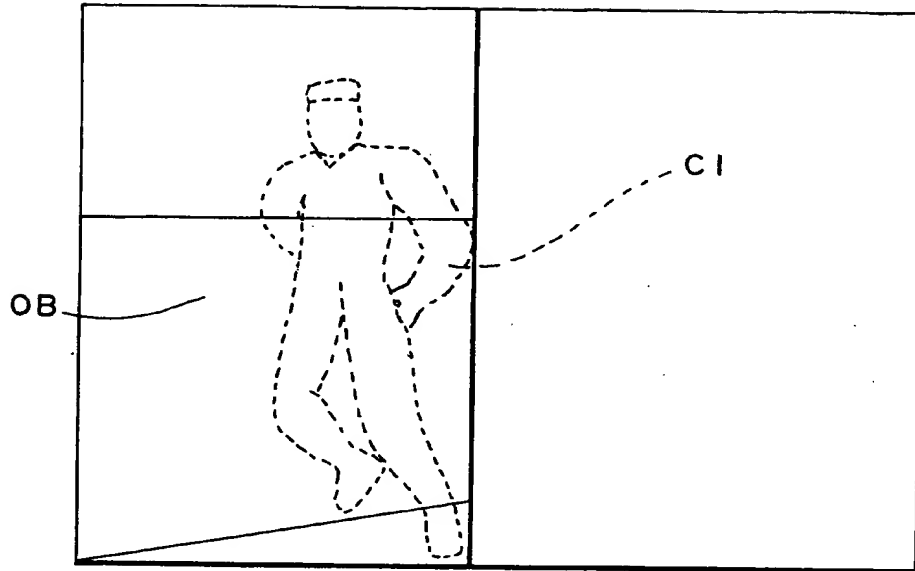
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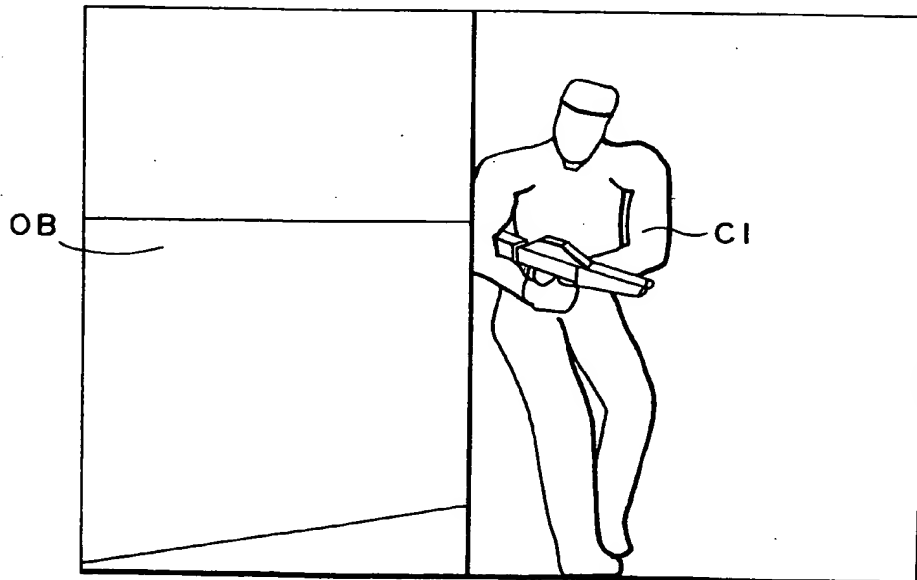
**FIG. 10A****FIG. 10B**

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**FIG. 11A**

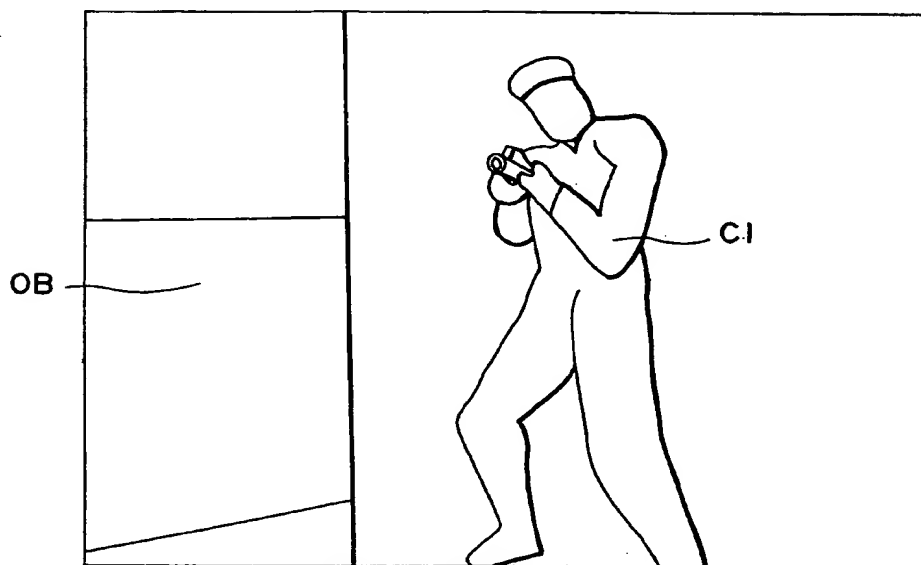


**FIG. 11B**

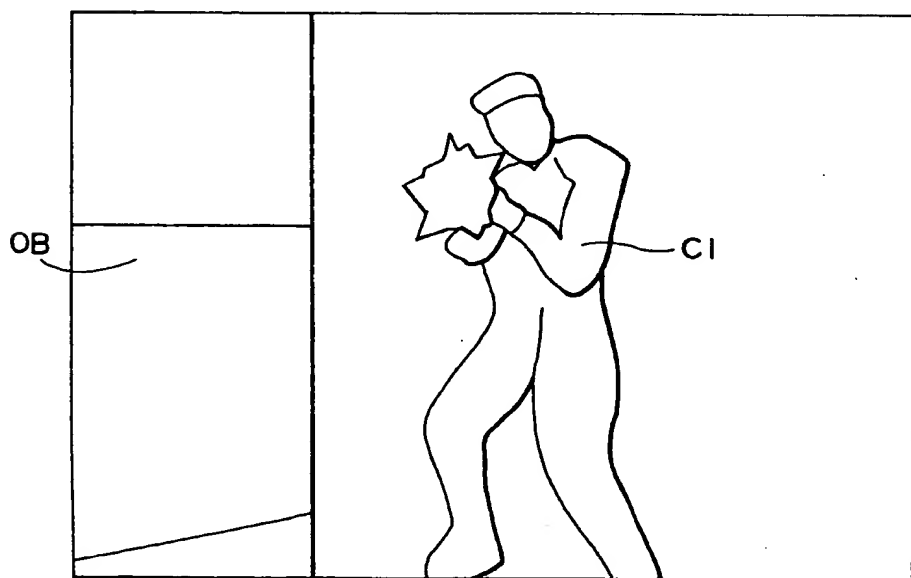


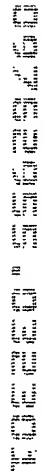
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**FIG. 12A**



**FIG. 12B**



[illegible]

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FIG. 14

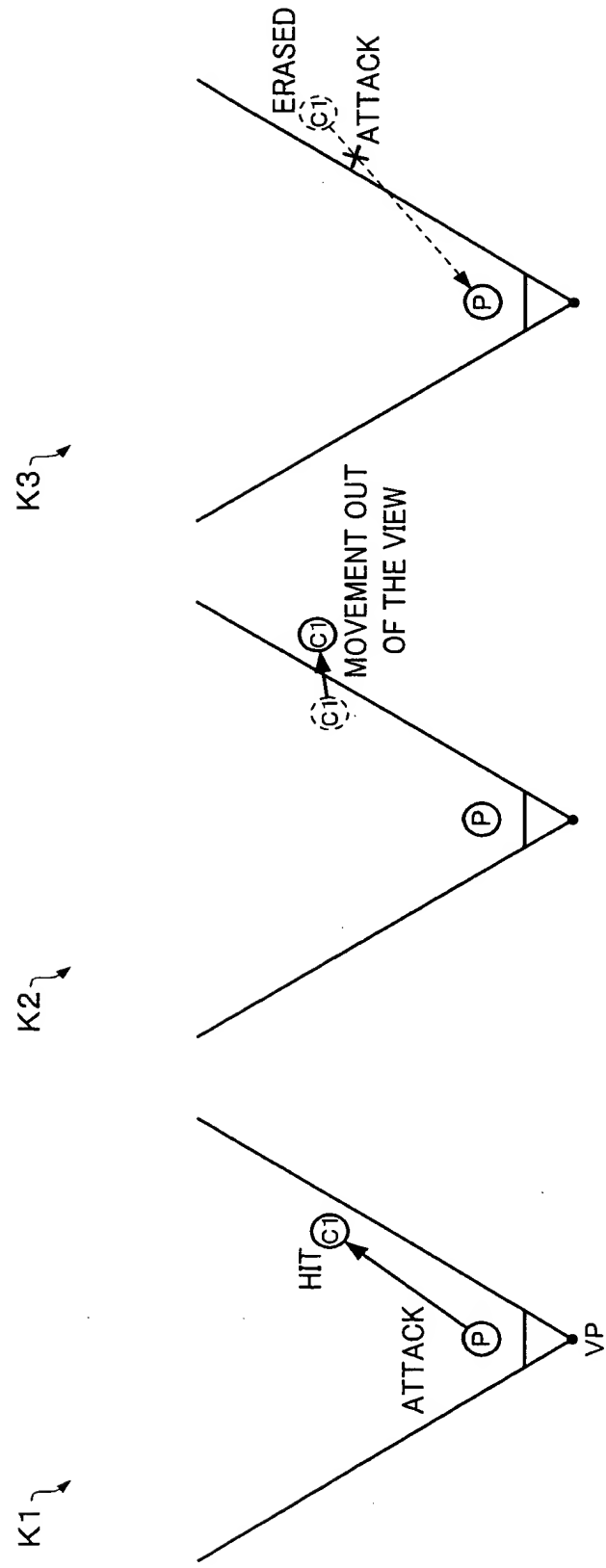
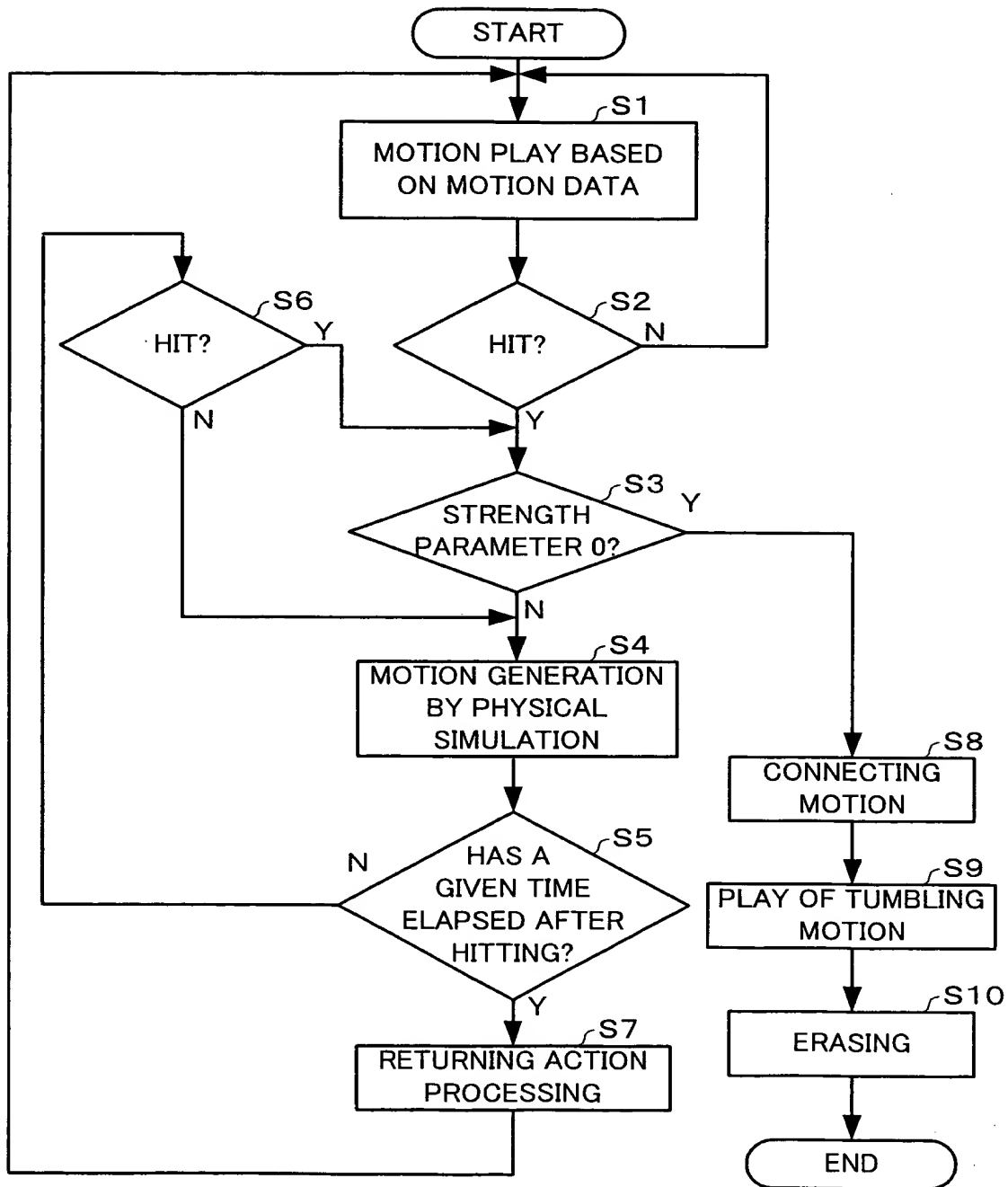


FIG. 14

FIG. 15



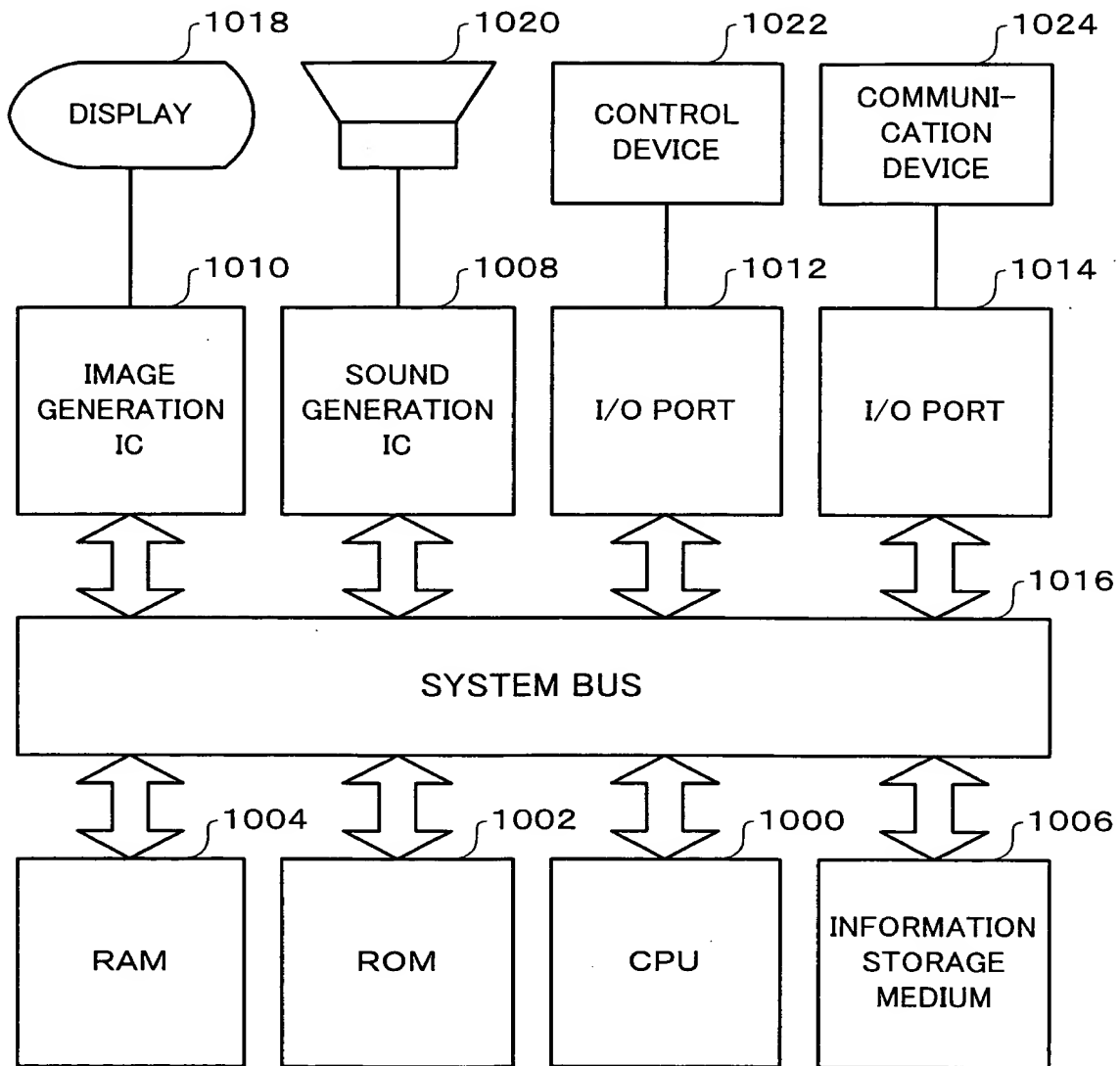
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graph TD
    T1[RETURNING ACTION PROCESSING] --> T2[CONFIRM THE PRESENT POSITION]
    T2 --> T3{OUT OF SCREEN OUT OF VIEW?}
    T3 -- Y --> T3_1[ERASING BECAUSE OF OUT-OF-SCREEN]
    T3 -- N --> T4{AT SCREEN EDGE?}
    T4 -- Y --> T5[MOVEMENT TO THE OPTIMUM NEARER MOVING TARGET POSITION]
    T4 -- N --> T6[DETERMINING WHETHER OR NOT INTERVENING OBJECT EXISTS ON A LINE WHICH CONNECTS BETWEEN THE PRESENT POSITION AND THE VIEWPOINT]
    T6 --> T7{IS THERE OBSTRUCTION?}
    T7 -- Y --> T5
    T7 -- N --> T8{IS THERE ANOTHER ENEMY CHARACTER?}
    T8 -- Y --> T9[STANDBY]
    T8 -- N --> T10[ATTACK]
    T10 --> END([END])
    T9 --> T1[RETURNING ACTION PROCESSING]
    T5 --> T1

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FIG. 17



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FIG. 18A

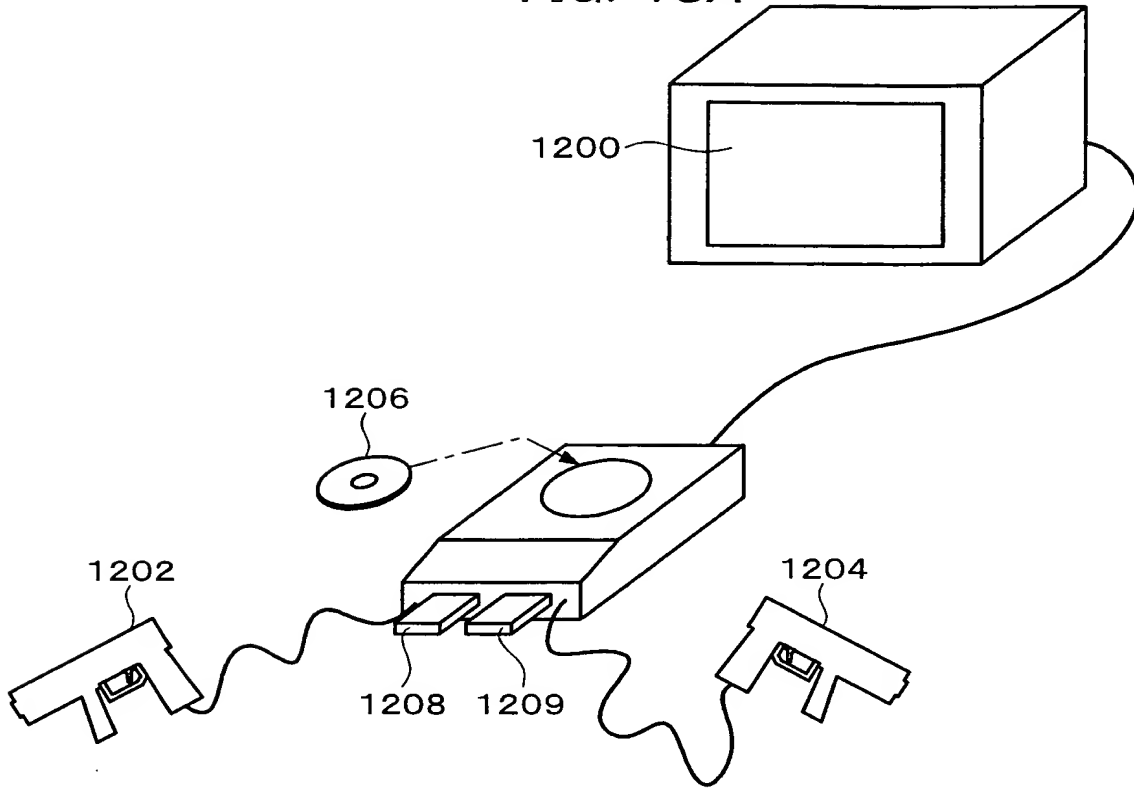
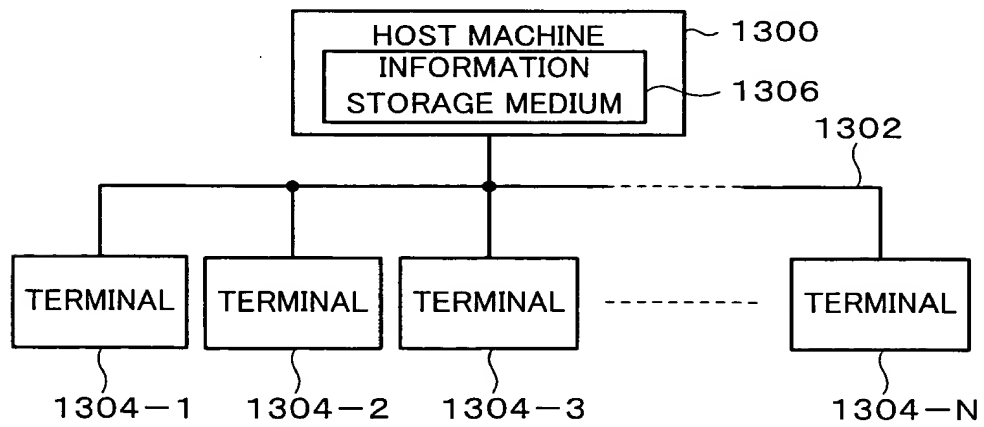
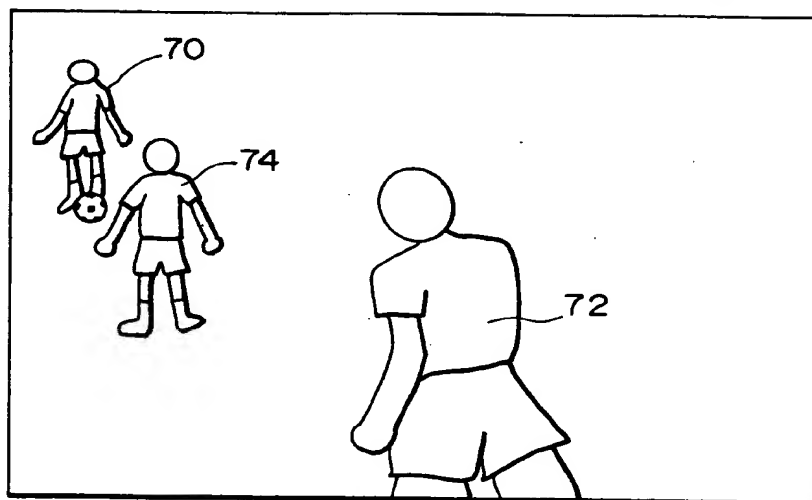


FIG. 18B



**FIG. 19A**



**FIG. 19B**

